

AZUKI

TRADING CARD GAME

GAME RULES

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WIN CONDITIONS

- ◆ **Primary Win Condition**
 - If your opponent's Leader's Health reaches 0, you win.
- ◆ **Alternate Win Condition**
 - If your opponent must draw from their deck but cannot because their deck has no remaining cards, you win.

THE FIELD

The field consists of the following zones:

- ◆ **The Garden (Front Row)**
 - Leaders are always placed face-up in the Garden at the beginning of the game and cannot be removed.
 - You can only use entities and Leaders in your Garden to attack entities and Leaders in your opponent's Garden.
 - Leaders can always be targeted, whether tapped or untapped.
 - Entities in the Garden can only be targeted by attacks when tapped.
 - Entities in the Garden can always be targeted by spells and abilities, whether tapped or untapped.
 - The Garden has a maximum field size of **5 entities** (not including the Leader).
 - If the Garden is full and a new entity enters, an existing entity must be replaced and placed in your discard pile.
 - Replacing does **not** count as being destroyed, removed, or sacrificed.
 - You may replace a card with the "Godmode" ability.
- ◆ **The Alley (Back Row)**
 - Entities in the Alley cannot be targeted by attacks or abilities, except by card effects that specifically state so.
 - The Alley has a maximum field size of **5 entities**.
 - If the Alley is full and a new entity is played there, an existing entity must be replaced and placed in your discard pile.
 - Replacing does not count as being destroyed, removed, or sacrificed.
 - If entities in the Garden and Alley swap places while both rows are full, no entities need to be replaced, as the swap resolves simultaneously.
 - If a player forces their opponent to replace an entity on the field, the opponent can choose which entity to replace.

GAME RULES

THE FIELD (CONT.)

- ◆ **Gate**
 - Tapping the Gate portals entities from the Alley into the Garden, activating the Gate ability, which scales based on the Gate Power of the portaled entity.
- ◆ **Other Zones**
 - **IKZ Pile**
 - This zone is for IKZ that you cannot yet use.
 - **IKZ Area**
 - This zone is for IKZ that you can use to tap to play cards.
 - **Main Deck**
 - **Discard Pile**

CARD TYPES

- ◆ **Leader**
 - Each player has one Leader, which is a permanent card in the Garden.
 - Your Leader starts with the amount of Health indicated on the card.
 - We recommend using a 20-sided die to keep track of Health.
 - Your Leader has an elemental type, which determines what cards can be played in your deck (e.g., using a Fire-type Leader means you may only play Fire or Neutral cards).
 - Neutral cards can be played in any deck.
- ◆ **Gate**
 - The Gate is a permanent on the board.
 - Gates have no Health and cannot be attacked or destroyed.
 - Your Gate must match the type of your Leader (e.g., a Fire Leader must use a Fire Gate).
- ◆ **IKZ**
 - IKZ is a colorless resource that can be used to pay costs for any card type.
- ◆ **Main Deck**

Your deck consists of three main types of cards:

 - **Entities**

Entities can be played in **either** the Garden or the Alley during the Main Phase.

GAME RULES

CARD TYPES (CONT.)

- **Spells**
 - **[Main]** spells can only be played during the Main Phase.
 - **[Response]** cards can be played when the opponent declares an attack.
 - Multiple [Response] spells can be played during one attack.
 - The active player cannot play [Response] cards.
- **Weapons**
 - Weapons can be attached to Leaders or entities in the Garden.
 - Weapons cannot be attached to cards in the Alley.
 - Weapons go to the discard pile at the end of each turn.
 - Multiple weapons can be attached to the same card.
 - When an entity with attached weapons leaves the field (e.g., destroyed or returned to hand), the weapons that were attached to the entity are sent to the discard pile.
 - [On Play] abilities for weapons are activated when they enter the field. Reequipping weapons from one entity to another does not re-activate the [On Play] effect.

PHASES (1/2)

- ◆ **Game Start**
 - Draw 7 cards from the top of your deck.
 - **Mulligan Rule:** Once per game, you may place your entire hand on the bottom of your deck, draw 7 new cards, then shuffle your deck.
- ◆ **Start of Turn Phase**
 - **Draw:** Draw 1 card per turn. (The player who goes first does not draw on their first turn).
 - **Ramp:** Gain 1 IKZ (up to a maximum of 10).
 - **Untap:** Untap all tapped cards.
 - **Start of Turn Effects:**
 - If you have multiple effects, you can choose the order in which they resolve.
 - If both players have start of turn effects, the active player chooses the order.
- ◆ **Main Phase**
 - Playing cards, attacking, and using abilities all occur during the Main Phase.
 - Certain cards have [Response] in their text:

GAME RULES

PHASES (2/2)

- [Response] cards can be played when the opponent declares an attack.
- [Response] abilities from entities on the field can also be activated during this time.
- The attacking player does not have a window to play [Response] cards or abilities.
- If an ability does not specify [Response], treat it as a [Main] phase ability.
- Within the Main Phase, you may take actions in any order (e.g., attack, then play a card, then attack again).

◆ End of Turn Phase

- **End of Turn Effects:**
 - If you have multiple effects, you choose the order in which they resolve.
 - If both players have end of turn effects, the active player chooses the order.
- At the end of each turn, all entity stats are reset to their original values unless they are affected by another active effect.

PLAYING ENTITIES AND USING GATES

- You can play entities in **either** the Garden or the Alley by paying their IKZ cost.
- Using your Gate, you can portal entities from the Alley into the Garden.
- Entities have **Cooldown** on the turn they enter the Garden and cannot be tapped to use abilities or attack that turn.
 - Cooldown applies to entities on the turn they enter the Garden whether they are played directly into the Garden or portaled from the Alley, even if they were played in the Alley multiple turns ago.
 - The “Defender” ability is not affected by Cooldown.
- You can portal an entity from the Alley into the Garden the same turn it was played, but you are not required to.
- You can use your Gate once per turn as it must be tapped to activate its effect.
 - If you have multiple entities in the Alley, you may portal only one per turn.

GAME RULES

COMBAT MECHANISM

- **Damage is dealt simultaneously**
 - When attacking or being attacked, entities and Leaders deal damage to each other at the same time.
 - If a Leader has no Attack, the attacking entity takes no damage.
 - If a Leader equipped with a weapon attacks into an entity, the Leader takes permanent damage. On the other hand, if the damage does not destroy the entity, the entity Health resets at the end of the turn
- **Entity Health resets at the end of each turn.**
 - For example, if an entity with 3 total Health takes 2 damage during the turn, it returns to full (3 Health) at the end of that turn.
 - This reset does **not** count as healing.
- **Leader damage is permanent.**
 - When a Leader's Health reaches 0, that player loses the game.
- **Combat Phase Order**
 1. Declare attacker and target
 2. Resolve any **[When Attacking]** effects
 3. Enter **[Response]** phase.
 4. Declare defender.
 5. Resolve damage.
 6. Resolve any **[After Attacking]** effects.

UNTAPPING, GAINING IKZ, AND DRAWING

Players start the game by drawing **7 cards** and **0 IKZ**.

◆ **First Round:**

- The player going first gains 1 IKZ and does **not** draw.
 - The player going second gains 1 IKZ and **an expendable IKZ token**.
 - IKZ tokens are single-use temporary resources. The token does not have to be used right away and does not expire, but once used, it is gone for the rest of the game.
 - The player going second does not have access to the IKZ token until their first turn.
- You may attack on your first turn if you play an entity with Charge or your Leader has a **Weapon** equipped.

◆ **Afterward:**

- Each turn, players gain 1 IKZ and draw 1 card.

GAME RULES

HAND SIZE

Players do not have a maximum hand size

CARD RESOLUTION ORDER

Cards fully resolve before the next card's effects take place

- **Example:** If player A plays Black Jade Decoy and targets player B's Cinderwake Ritualist, the Black Jade Decoy resolves all its effects, including playing an entity, and then the Cinderwake Ritualist resolves all its effects, which is then able to deal damage to the entity that was played off of the Black Jade Decoy

CARD EFFECTS

- All text on cards are considered card effects.
- If a card cannot be affected by certain card effects, it can still be targeted by card effects, the effect just fizzles
 - Examples:
 - I can target a "Godmode" card with sacrifice or destroy, but the effect will not affect the card
 - I can target a card that "cannot take damage from card effects" with damage effects, but the effect will not affect the card.
- When a card on the field leaves the field, all of its stats and effects are reset.
- When a card on the field leaves the field and re-enters the field, you may activate its [Once/Turn] effects again.

STATS (1/2)

◆ Leaders

- **Health** – When your Leader reaches 0 Health, you lose the game.
 - There is no overheal. If a Leader has a max health of 20, any additional heal effects would not push the health past 20.

GAME RULES

STATS (2/2)

◆ Entities

- **IKZ Cost** (top left) - you must tap the specified number of IKZ to play the card.
- **Gate Power** (beneath IKZ Cost) - your Gate card's ability scales in power according to the Gate Power of the entities you portal through.
- **Attack** (top number in the bottom-right corner) - how much damage this card deals in combat.
- **Health** (bottom number in the bottom-right corner) - when an entity's health reaches 0, it is destroyed and goes to the discard pile.
 - There is no overheal. If an entity has a max health of 3, any additional heal effects would not push the health past 3.

GATES

- All entities have a Gate Power stat, and each Gate has an effect that activates based on the Gate Power of the entities that are portaled through.
- Gates are type-locked to the Leader, so your Gate has to be the same element type as your Leader.

CARD EFFECTS

- All text on cards are considered card effects.
- **Zone specific effects** restrict a card's ability activation to a certain zone — either the **Garden** or the **Alley**.
 - For example, an ability that states “**In Garden Only Ability**” means it can only be activated while the card is in the Garden.
- **Once per Turn** effects can only be activated once during a turn.
 - If a card leaves the field (e.g., to the hand or discard pile) and then reenters the field, the effect can be activated again.
- **Timing windows** indicate when effects can be activated.
 - For example, **[On Play]** effects can only be activated when the card is played onto the field.
- Carapace can stack
 - For example, an entity with Carapace 1 will have Carapace 2 if you play “Oathstone” on it.

GAME RULES

CARD WORDING RULES

- Text before the colon “:” indicates the cost of activating a card effect.
 - Paying the cost is optional. If you do not pay the cost, you cannot activate the resulting effect (the text after the colon).
 - You may choose to play a card with an [On Play] effect and not activate its ability.
 - Similarly, you can attack without activating a [When Attacking] effect.
- If a card says “MUST” in the cost, then you must pay the cost and resolve the effect.
- If you pay the activation cost, you must resolve the resulting effect.

DECK COMPOSITION

- The main deck must contain exactly 50 cards.
- You may include up to 4 copies of any card with the same card ID.
- Different card IDs are considered different cards, even if they share the same name.
- Two cards with the same name but different card IDs and different card text are treated as separate cards.

ELEMENTS

- The Leader determines the deck’s elemental type.
- All cards in the deck, including the Gate, must match the Leader’s type.
- **Neutral** cards can be played with any Leader type.

Current Elements:

- Fire
- Water
- Earth
- Lightning
- Neutral